

CLAIMS

What is claimed is:

- 1 1. A method for replaying a pattern for transitioning from one state to another
2 state, comprising:
 - 3 (a) receiving a request to transition from a current state in a pattern to a new state;
 - 4 (b) retrieving information about transitioning from the current state to the new state
5 from the pattern;
 - 6 (c) evaluating scripting code of the current state;
 - 7 (d) executing an action using the scripting code for effecting the transition from the
8 current state to the new state;
 - 9 (e) producing an output from a state; and
 - 10 (f) sending the output to a user device.
- 1 2. The method as recited in claim 1, wherein the action is executed by
2 communicating with a connector for executing the action.
- 1 3. The method as recited in claim 2, wherein each type of state has a dedicated
2 connector.
- 1 4. The method as recited in claim 1, wherein output from some of the states is
2 generated for display on the user device.
- 1 5. The method as recited in claim 1, further comprising initiating a further state
2 transition.

1 6. The method as recited in claim 1, wherein a history of states in the pattern that
2 has been traversed is maintained.

1 7. The method as recited in claim 6, wherein a state traversed out of a recorded
2 sequence is detected.

1 8. The method as recited in claim 1, wherein a user is allowed to navigate
2 backwards through at least a portion of the pattern.

1 9. A computer program product for replaying a pattern for transitioning from one
2 state to another state, comprising:

- 3 (a) computer code for receiving a request to transition from a current state in a
4 pattern to a new state;
5 (b) computer code for retrieving information about transitioning from the current
6 state to the new state from the pattern;
7 (c) computer code for evaluating scripting code of the current state;
8 (d) computer code for executing an action using the scripting code for effecting the
9 transition from the current state to the new state;
10 (e) computer code for producing an output from a state; and
11 (f) computer code for sending the output to a user device.

1 10. A system for replaying a pattern for transitioning from one state to another state,
2 comprising:

- 3 (a) logic for receiving a request to transition from a current state in a pattern to a
4 new state;
5 (b) logic for retrieving information about transitioning from the current state to the
6 new state from the pattern;
7 (c) logic for evaluating scripting code of the current state;

- 8 (d) logic for executing an action using the scripting code for effecting the transition
9 from the current state to the new state;
10 (e) logic for producing an output from a state; and
11 (f) logic for sending the output to a user device.

- 1 11. A method for replaying a pattern for transitioning from one state to another state
2 in a remote application, comprising:
3 (a) receiving a request to transition from a current state in a pattern to a new state,
4 wherein the states correspond to current and new states of a remote application;
5 (b) executing an action for effecting the transition from the current state in the
6 remote application to the new state in the remote application utilizing the
7 pattern;
8 (c) producing an output from the new state; and
9 (d) sending the output to a user device.

- 1 12. The method as recited in claim 11, wherein the action is executed by
2 communicating with a connector for executing the action.

- 1 13. The method as recited in claim 11, wherein each type of state has a dedicated
2 connector.

- 1 14. The method as recited in claim 11, wherein output is generated for at least some
2 of the states for display on the user device.

- 1 15. The method as recited in claim 14, wherein an instruction as to which action to
2 execute is received from a client device of the user.

- 1 16. The method as recited in claim 11, further comprising the step of initiating a
2 further state transition.

1 17. The method as recited in claim 11, wherein a history of states in the pattern that
2 been traversed is maintained.

1 18. The method as recited in claim 17, wherein a state traversed out of a recorded
2 sequence is detected.

1 19. The method as recited in claim 11, wherein a user is allowed to navigate
2 backwards through at least a portion of the pattern.

1 20. The method as recited in claim 11, wherein the action is executed by a script.

1 21. A computer program product for replaying a pattern for transitioning from one
2 state to another state in a remote application, comprising:
3 (a) computer code for receiving a request to transition from a current state in a
4 pattern to a new state, wherein the states correspond to current and new states of
5 a remote application;
6 (b) computer code for executing an action for effecting the transition from the
7 current state in the remote application to the new state in the remote application
8 utilizing the pattern;
9 (c) computer code for producing an output from the new state; and
10 (d) computer code for sending the output to a user device.

1 22. A system for replaying a pattern for transitioning from one state to another state
2 in a remote application, comprising:
3 (a) logic for receiving a request to transition from a current state in a pattern to a
4 new state, wherein the states correspond to current and new states of a remote
5 application;

- 6 (b) logic for executing an action for effecting the transition from the current state in
7 the remote application to the new state in the remote application utilizing the
8 pattern;
9 (c) logic for producing an output from the new state; and
10 (d) logic for sending the output to a user device.

- 1 23. A method for replaying a dynamic event, comprising:
2 (a) hosting a web browser;
3 (b) rendering a web page of a network site using the web browser
4 (c) identifying an element with pre-specified properties on the rendered web page;
5 (d) executing an action on the identified element based on a prerecorded pattern;
6 and
7 (e) outputting a web page resulting from execution of the action.

- 1 24. A computer program product for replaying a dynamic event, comprising:
2 (a) computer code for hosting a web browser;
3 (b) computer code for rendering a web page of a network site using the web browser
4 (c) computer code for identifying an element with pre-specified properties on the
5 rendered web page;
6 (d) computer code for executing an action on the identified element based on a
7 prerecorded pattern; and
8 (e) computer code for outputting a web page resulting from execution of the action.

- 1 25. A system for replaying a dynamic event, comprising:
2 (a) logic for hosting a web browser;
3 (b) logic for rendering a web page of a network site using the web browser
4 (c) logic for identifying an element with pre-specified properties on the rendered
5 web page;

- (d) logic for executing an action on the identified element based on a prerecorded pattern; and
- (e) logic for outputting a web page resulting from execution of the action

26. A method for replaying a pattern for transitioning from one state to another state, comprising:
- (a) receiving a request to transition from a current state in a pattern to a new state;
 - (b) retrieving information about transitioning from the current state to the new state from the pattern;
 - (c) evaluating scripting code of the current state;
 - (d) executing an action using the scripting code for effecting the transition from the current state to the new state;
 - (e) repeating acts (a), (b) and (c);
 - (f) producing an output from a state; and
 - (g) sending the output to a user device.

27. A method for replaying a pattern for transitioning from one state to another state, comprising:
- (a) receiving a request to transition from a current state in a pattern to a new state;
 - (b) retrieving information about transitioning from the current state to the new state from the pattern;
 - (c) evaluating scripting code of the current state;
 - (d) executing an action using the scripting code for effecting the transition from the current state to the new state;
 - (e) wherein the action is executed by communicating with a connector for executing the action;
 - (f) wherein each type of state has a dedicated connector;
 - (g) allowing a user to navigate backwards through at least a portion of the pattern
 - (h) producing an output from a state;

- 14 (i) sending the output to a user device; and
- 15 (j) maintaining a history of states in the pattern that have been traversed.

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